

## IN THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A gaming apparatus comprising:
  - a game board having spaces marked with a plurality of indicia arranged and numbered in ~~a pattern consistent with the~~ according to a plurality of first few rows of the Paseal a Pascal's Triangle;
  - a plurality of game pawns, each of the pawns being constructed so as to occupy one of the spaces;
  - a plurality of chips, each of the chips having a denomination corresponding to the numbers on the game board spaces;
  - a plurality of markers bearing indicia representative of the personages that players distribute randomly on the game board;
  - a plurality of decks of cards; and
  - a random number generator.
2. (Currently Amended) The apparatus of claim 1, in which the decks of cards include:
  - a first deck containing a plurality of cards associated with a personage, wherein each personage has characteristics, such as an associated characteristic ~~prank~~, a ~~prank~~ characteristic number and a fixed number of points; and
  - a second deck containing a plurality of cards bearing indicia instructing players how to implement special protection or activities/movement variations designed to advance their play.
3. (Previously Presented) The apparatus of claim 1, wherein the personages are ghosts.

4. (Previously Presented) The apparatus of claim 1, wherein the game board further includes one or more portals.

5. (Previously Presented) The apparatus of claim 4, wherein the number of the portals is four.

6. (Currently Amended) The apparatus of claim 1, wherein the spaces marked with a plurality of indicia arranged and numbered according to the plurality of rows of the Pascal's Triangle pattern consistent with the Pascal Triangle includes at least four sets of at least two rows of the ~~Paseal~~ Pascal's Triangle.

7. (Previously Presented) The apparatus of claim 1, in which the spaces have a square shape.

8. (Currently Amended) A gaming method comprising:  
providing a game board having spaces marked with a plurality of indicia arranged and numbered according to a plurality of rows of a Pascal's Triangle;  
providing a plurality of game pawns, each of the pawns being constructed so as to occupy one of the spaces;  
providing a plurality of chips, each of the chips having a denomination corresponding to the numbers on the game board spaces;  
providing a plurality of markers bearing indicia representative of the personages that players distribute randomly on the game board;  
providing a plurality of decks of cards; and  
providing a random number generator;  
moving a game piece among spaces of a game board having spaces marked with a plurality of indicia arranged and numbered according to a plurality of rows of the Pascal's Triangle, wherein the movement is conducted in accordance with rules of movement;  
accumulating or decreasing player points in an amount equal to the point value of the spaces on the game board visited by the game piece;

acquiring one of a plurality of personages when the player points equals a number of points assigned to the acquired personage;

permitting the taking of actions against ~~playing of pranks upon~~ other players in accordance with a ~~pranking~~ an attribute assigned to the acquired personage; and

acquiring one of a plurality of bonus cards when the player accumulates a chip having a bonus card indicator.

9. (Previously Presented) The method of claim 8, wherein the personages are ghosts.

10. (Previously Presented) The method of claim 8, wherein the moving of the game piece in accordance with rules of movement includes:

moving the game piece diagonally the number of steps equal to the number on the space upon which the game piece is positioned at the start of the turn;

prohibiting the game piece from landing on a space having a number that is the same as the number of the space upon which the game piece is positioned at the start of the turn; and

prohibiting the game piece from landing on an occupied space.

11. (Previously Presented) The method of claim 10, wherein the moving of the game piece in accordance with rules of movement further includes:

prohibiting the game piece from landing on any space with a headstone except to capture a ghost.

12. (Previously Presented) The method of claim 8, the method further comprising: performing game set up.

13. (Previously Presented) The method of claim 8, the method further comprising: delivering personages to the underworld.